MATANUKI SCANS

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DAYS デイズ

VOL 15 CH 126

TRANSLATOR
VULTUR - GRYPHUS

PROOFREADER
IMGURGAL

CLEANER
GAELENMYR

TYPESETTER
GAELENMYR

PLEASE SUPPORT THE MANGAKA BY PURCHASING HIS WORKS IF THEY ARE AVAILABLE IN YOUR REGION!

AWE...

...SOME!! KAZAMA-KUN!

<SFX: POINT>

Sit down.

SHUT UP. WE KNOW.

SEISEKI'S KAZAMA-KUN!!

UH? SEE THAT? THAT'S KAZAMA-KUN!!

THAT'S GOTTA MAKE HIM POPULAR.

AND HIS GAP ABOVE THE AVERAGE IS AWESOME, TOO, RIGHT?

THE WAY HE TOUCHES THE BALL IS WAY TOO DELICATE...!!

TO THINK THEY HAD SUCH A GREAT FRESHMAN...

SEISEKI'S NO. 9 IS AWESOME!

<SFX: CHATTER x2>

PAT

KAZAMA IS ABOUT THE ONLY ONE WHO CAN BE SO CHEEKY TO KIMISHITA-SENPAI.

YOU'RE JOKING.

IT'S YOU.

I'LL KILL YOU.

KIMISHITA-KUN, THEY'RE PRAISING YOU!!

day 軍隊蟻（ぐんたいあり）

!!

WHAM

THUD

A SHORT CORNER!!

<SFX: THUNK>

THEY'RE CROSSING!

<SFX: GYAAAAHH>

CAN YUIGA-HAMA PICK UP THE RE-BOUND?!

BUT THE GOALIE STOPS THIS ONE!

NOPE, IT'S SEI-SEKI'S BALL!

USUI PICKED IT UP!!

<SFX: KA-THUD>

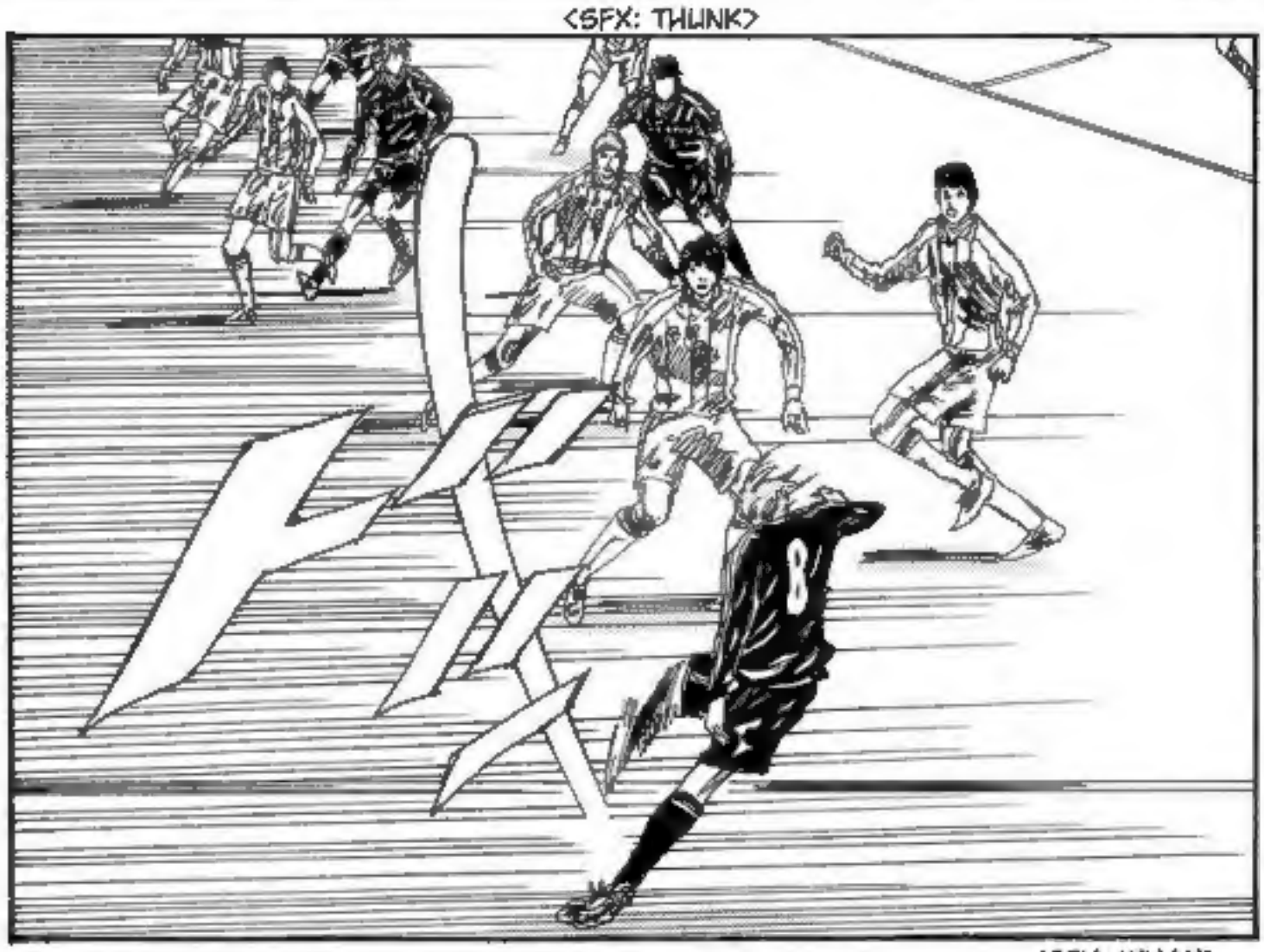
IT'S OSHIBA!

<SFX: THUD>

THE PASS GOES TO HAYASE ON THE LEFT FLANK!!

!!

<SFX: THUNK>



<SFX: OHHHH>

THIS TIME

IT'S ON THE OTHER SIDE!!

<SFX: WHAM>

DEAD ON...

WHAT RIDICU-LOUS POWER ...!!

HE BL...

BLOCKED IT!!

WHERE'S THE BALL...?

IT'S UP!!

JUST ABSURD!!

THAT JUMPING POWER...

<SFX: KA-THUD>

MATSU-MOTO CLEARS IT!!

Nice! Matsu-moto.

BUT YOUR COVER WAS LATE.

WE WON'T LET YOU FINISH IT.

ATTA BOY!!

MATSU-MOTO!

YES, BUT MIZUKI'S JUMP WENT ABOVE HIS RIVAL'S HEAD...

AS MIGHT BE EXPECTED, THEY CAN'T SCORE A GOAL EASILY,

HOWEVER, THEY HAVE MANY GUYS IN FRONT OF THE GOAL,

<SFX: CROWD-CHEERING>

YOU MANAGED TO GET THIS FAR UP TO THE NATIONALS WITH SUCH SOCCER.

JUST LIKE A TURTLE, HUH?

"SO WE AIM AT VICTORY BY WAY OF A TENACIOUS DEFENSE WITH THE WHOLE TEAM IN UNISON LIKE WORKER ANTS."

"WE DON'T HAVE ANY STAR PLAYERS,"

ANTS?

NOT A TURTLE, BUT ANTS.

BUT THAT'S THEY KIND OF TEAM THEY ARE.

...WELL, I MIGHT NOT LIKE IT,

<SFX: CROWD-CHEERING>

THE SEMIS' SCORE WAS 2-0, AND THE FINALS' WAS 1-0.

THE FINALS' ONE IS PAR-TICULARLY NOTEWOR-THY...

AND YET IN THEIR PREFECTURE'S QUALIFIERS,

HOWEVER, YOU CAN'T WIN UNLESS YOU SCORE A GOAL.

THEY BEAT THE TWO FAVORITES.

THE SHOT COUNT WAS 33 TO 2.

...

No way...

ONLY TWO?!

TWO?!

OF COURSE, THE TWO WERE YUIGA-HAMA'S.

<SFX: CROWD-CHEERING>

<SFX: THUD>

THIS SCORE IS QUITE TELLING ABOUT THE FIERCENESS

YUI HIGH CLEARS IT SOME-HOW!!

OF A TEAM LIKE YUIGAHAMA.

THEY ARE AN UN-USUAL TEAM.

<SFX: CROWD-CHEERING>

<SFX: THUD>

ALTHOUGH I'M CARRY-ING THE BALL AT THIS POINT THEY'RE NOT COMING FOR IT.

WHEN GOING THROUGH THE LAST THIRD OF THE FIELD,

<SFX: WHOMP>

THE VERTICAL PASS IS GOING THROUGH!

EVEN SO...

SATOU IS WAITING IN THE MIDDLE!!

<SFX. KA-THUD>

BUT IT DOESN'T GET TO HIM!!

YUI HIGH CUTS THIS TO ONE, TOO!!

THIS IS HOW IT ENDED UP.

KEISEI 10

I JUST UNDERSTOOD IT'S NOT LIKE THEY'RE TAKING PRE-CAUTIONS JUST AGAINST OUR THREE FORWARDS.

THEY'RE PUTTING REALLY INTENSE PRESSURE ON ANYONE WHO GOES THROUGH THE CENTER

SURE.

KIMISHITA, SHOOTING FROM THE CENTER IS TOUGH,

LET'S USE THE FLANKS!!

IT COULD EVEN BE CALLED MECHANICAL.

TAKE CARE OF THE CENTER!

HOLD ON... IT'S OKAY IF YOU DON'T GO!!

NO. 5, PRESSURE!

THIS TEAM HAS NO HESITATION,

THESE GUYS' TRUE COLORS ARE...

YUIGAHAMA

DISCIPLINE.

THE *DISCIPLINE* AND *COMMITMENTS* TO CONTROL A TEAM.

I SAID *DISCIPLINE**.

WHAT WAS THAT? THAT CAKE IS OKAY, I THINK.

* T/N IN ENGLISH IN THE ORIGINAL.

COMMITMENTS?

YUIGAHAMA HAS MADE MINUTE PREPARATIONS FOR THAT.

IF YOU'RE IN THIS-OR-THAT SITUATION THIS IS HOW YOU MOVE,

IF IN DOUBT, PASS TO THE SIDES,

DON'T LET'EM ESCAPE FROM AN OFFSIDE,

NOT ALLOWING THE CENTER FORWARD TO TURN,

ALL PRESS FOR THE FIRST FIVE MINUTES,

IN AN AIR BATTLE, MAKE SURE TO GO AT YOUR RIVAL WITH TWO GUYS, BOTH FRONT AND BACK.

EVEN IF THE FLANK IS BREACHED, STOP THEM IN THE MIDDLE,

NOT LETTING THEM DRIBBLE INSIDE THE BOX,

THEIR DISCIPLINE WAS AT LEAST THREE TIMES AS EVIDENT IN THOSE.

FROM THE START OF THE GAME UP TO NOW I'VE ALREADY SPOTTED 15 INSTANCES,

I'D NEVER SEEN A TEAM DOING THAT IN ALL THE TIME I'VE BEEN IN HIGH SCHOOL.

IS, YOU BAS-TARD ..

I ONLY SMITTED ME THIGH

AT PRESENT, YUIGA-HAMA'S UNITY,

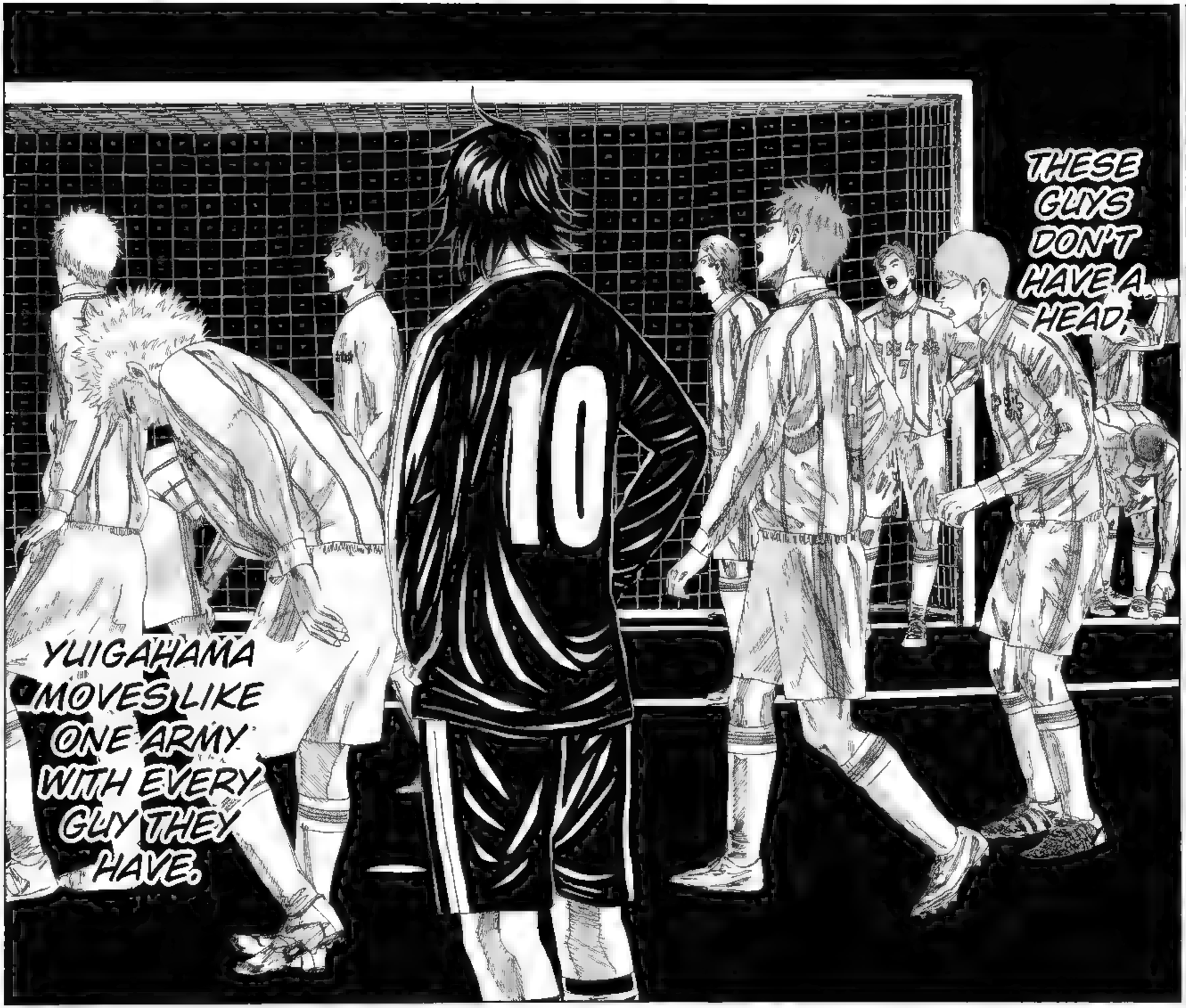
CHAINS,

IT COULD BE SAID TO BE THAT.

SEISEKI'S UNINTER-RUPTED ATTACK,

A WAVE,

THAT'S HOW YOU'D DESCRIBE IT.


THESE GUYS DON'T HAVE A HEAD.
YUIGAHAMA MOVES LIKE ONE ARMY WITH EVERY GUY THEY HAVE.

THEY'RE UNLIKE ANY OTHER TEAM I'VE FACED SO FAR.

IN A THOROUGH DENIAL OF PARTICULARITIES.

REGARDING THE ROLES FOR ALL POSITIONS.

USUALLY A CONTROL RELATIONSHIP IS BORN,

A UNIT ABSOLUTELY IMMERSED,

THESE GUYS HAVE NONE OF IT.

A HIERARCHICAL RELATIONSHIP.

THEIR TOP PRIORITY IS THE FULFILLING OF THE PROMISE THEY DECIDED ON.

THEY DON'T HAVE ANYONE WHO STANDS OUT.

BUT THE EXTENT AND DEGREE OF PERFECTION HERE IS A WHOLE DIFFERENT MATTER.

THERE ARE MORE THAN A FEW TEAMS WITH DISCIPLINE,

WE CANNOT DO IT.

EVEN IF THAT SOCCER IS IDIOTIC, ARE YOU SAYIN' WE CAN'T DO IT?

HUH?

'CAUSE SEIKAN HAS ME.

<SFX: AHHHHH>

SEISEKI IS ANOTHER GOOD EXAMPLE.

THAT'S THE SHORT WAY TO HAVING A STRONG TEAM.

IF YOU HAVE A STAR PLAYER YOU BUILD THE TEAM AROUND HIM.

THE USUAL IS BREAKING THEM UP,

HOWEVER, FOR THIS TEAM...

SINCE THEY'RE A TEAM WITH NO LEADER THEY COOP-ERATE?

BECAUSE YUIGAHAMA HAS NO STAR PLAYER THEY'VE OPTED FOR A REVERSE METHOD.

CHARACTER RATHER THAN ABILITY, HUH?

<SFX: CROWD-CHEERING>

SORRY I WAS LATE IN GOING BACK!!

I'M BEGGING YOU!!

MY BAD, MY BAD.

I'LL DEFEND HERE!!

IT'S A TEAM ESTABLISHED ON THE BRINK OF A CRITICAL TIME.

THAT GUY TANIGUCHI IS A BALANCER OF SORTS,

HE HASN'T CHANGED, HUH?

...

HE STILL HAS THE SAME WAYS.

KIMISHITA?

SO, HOW'RE YOU BREAKING IT DOWN?

THE SOLIDITY OF THEIR UNITY IS ABOVE TOUIN'S.

SEISEKI'S PLAYMAKER.

YOU ARE

YUI HIGH, DEFEND!!

SEISEKI!

SEISEKI!

IF YOU LIKE PATIENCE THAT MUCH,

I'LL TAKE IT HEARTILY.

SMILING...!!

KIMISHITA-SENPAI IS...

<DAYS CHAPTER 126 - END>